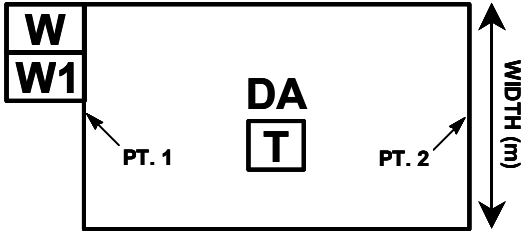
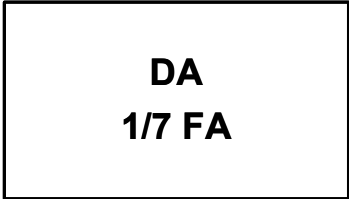


SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-16B	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	1 September 2000	August 23, 2001
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, DEAD SPACE AREA, RECTANGULAR			
SUGGESTED CHANGE			
<p>The Army has a requirement to add a new symbol to MIL-STD-2525B.</p> <ol style="list-style-type: none"> <li>1. The purpose of the rectangular Dead Space Area symbol is to graphically display to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP) areas where fire effects for a specific unit or weapon system are constrained by terrain restrictions.</li> <li>2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas", "Target Acquisition Zones" hierarchy, 2.X.4.3.3, figure B-17, and table B-IV.</li> </ol>			
OVERVIEW			
<p>Currently, the standard does not contain a symbol depicting rectangular Dead Space Areas. In general, the rectangular Dead Space Area graphic depicts the area of the battlefield that a particular weapon or sensor system cannot engage due to restrictive terrain. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbol to be transmitted/received by all battlefield systems. The rectangular Dead Space Area is a required symbol in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the rectangular Dead Space Area for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p>			
OPERATIONAL DESCRIPTION			
<p>The purpose of the rectangular Dead Space Area symbol is to graphically display to commanders and operators an area within the maximum range of a weapon, radar or observer which cannot be covered by fire or observation from a particular position because of intervening obstacles, the nature of the ground, or the characteristics of the trajectory, or the limitations of the pointing capabilities of the weapons. It is used in planning, preparing, and execution of operations because it identifies areas that are naturally protected from the effects of direct fire. This allows the commander to adjust forces as necessary to cope with the dead space. The rectangular Dead Space Areas are unique to specific weapons and units. Two (2) point locations and a width are required to graphically display a rectangular Dead Space Area. The minimum information required to interoperate with another system is defined below.</p>			
IMPLEMENTATION			
<p>Description: <b>Fire Support, Areas, Target Acquisition Zones, Dead Space Area, Rectangular</b></p>			
<p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol>			
<p>Fixed/Dynamic: Dynamic</p>			

SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-16B	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	1 September 2000	August 23, 2001
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, DEAD SPACE AREA, RECTANGULAR			
<p>Hierarchy: 2.X.4.3.3.5.2</p> <p>Symbol ID: G*F*AZDR--****X</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p><u>Tactical Graphic:</u></p>  </div> <div style="text-align: center;"> <p><u>Example:</u></p>  </div> </div>			
JIEO ANALYSIS			
OVERVIEW:			
POTENTIAL CONFLICTS WITH EXISTING SYMBOLGY:			
CONFORMANCE TO SYMBOL GUIDELINES:			
ADEQUACY AND IMPACT ON OTHER PROGRAMS:			
C/S/A COMMENTS			
DECISION NOTICE			
SSMC 3-01: Approved as amended. MIL00-16A amended by adding text to point out that width will be defined in meters. See parameters and graphic example above and the example of Table B-IV in attachment A.			

# Attachment A to MIL00-16B, Add New Symbol, Dead Space Area, Rectangular

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

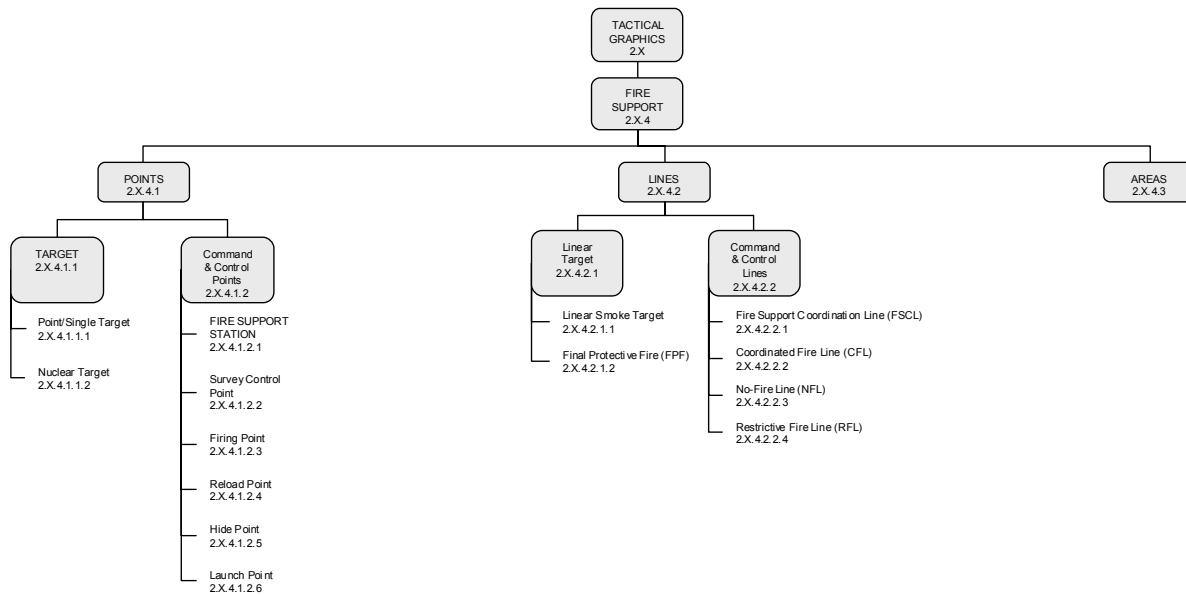


Figure B-17.1. Fire Support.

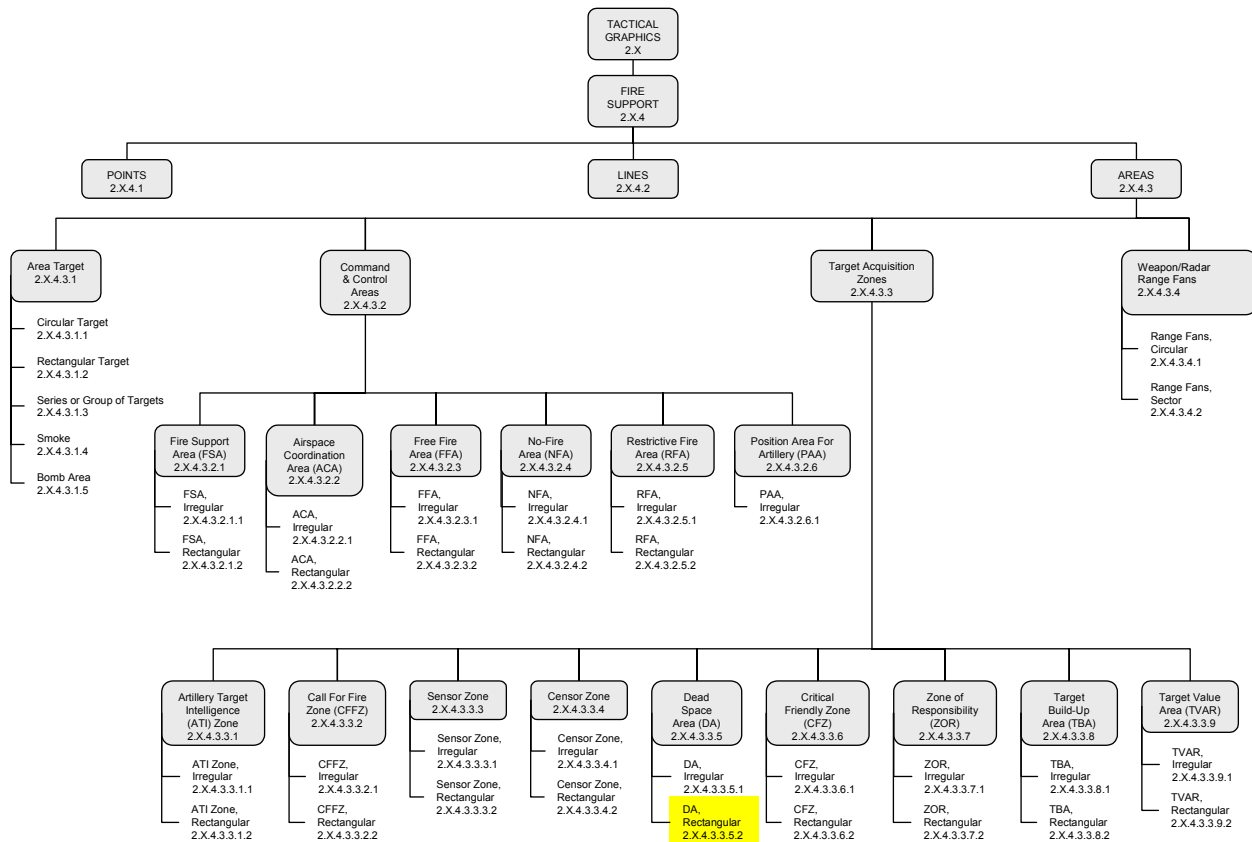


Figure B-17.2. Fire support.

# Attachment A to MIL00-16B, Add New Symbol, Dead Space Area, Rectangular

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P- -- --	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT -- --	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT S- --	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT N- --	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC -- --	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC F- --	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC S- --	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC B- --	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC R- --	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC H- --	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC L- --	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L- -- --	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT -- --	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT S- --	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT F- --	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC -- --	**	**	X	COMMAND AND CONTROL
2.X.4.2.2.1	G	*	F	*	LC F- --	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC C- --	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC N- --	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC R- --	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A- -- --	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT -- --	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT C- --	**	**	X	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT R- --	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT G- --	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT S- --	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT B- --	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC -- --	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC S- --	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC SI --	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC SR --	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.2	G	*	F	*	AC A- --	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC AI --	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC AR --	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.3	G	*	F	*	AC F- --	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC FI --	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC FR --	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.4	G	*	F	*	AC N- --	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC NI --	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC NR --	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.5	G	*	F	*	AC R- --	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC RI --	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC RR --	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.6	G	*	F	*	AC P- --	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC PI --	**	**	X	POSITION AREA FOR ARTILLERY (PAA),

## Attachment A to MIL00-16B, Add New Symbol, Dead Space Area, Rectangular

DESCRIPTION	ORDER OF BATTLE	COUNTRY CODE	SIZE/MOBILITY	FUNCTION ID	STATUS	CATEGORY	AFFILIATION	CODE SCHEME	HIERARCHY
IRREGULAR									
TARGET ACQUISITION ZONES	X	**	**	AZ -- --	*	F	*	G	2.X.4.3.3
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE	X	**	**	AZ I- --	*	F	*	G	2.X.4.3.3.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR	X	**	**	AZ II --	*	F	*	G	2.X.4.3.3.1.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR	X	**	**	AZ IR --	*	F	*	G	2.X.4.3.3.1.2
CALL FOR FIRE ZONE (CFFZ)	X	**	**	AZ X- --	*	F	*	G	2.X.4.3.3.2
CALL FOR FIRE ZONE (CFFZ), IRREGULAR	X	**	**	AZ XI --	*	F	*	G	2.X.4.3.3.2.1
CALL FOR FIRE ZONE (CFFZ), RECTANGULAR	X	**	**	AZ XR --	*	F	*	G	2.X.4.3.3.2.2
SENSOR ZONE	X	**	**	AZ S- --	*	F	*	G	2.X.4.3.3.3
SENSOR ZONE, IRREGULAR	X	**	**	AZ SI --	*	F	*	G	2.X.4.3.3.3.1
SENSOR ZONE, RECTANGULAR	X	**	**	AZ SR --	*	F	*	G	2.X.4.3.3.3.2
CENSOR ZONE	X	**	**	AZ C- --	*	F	*	G	2.X.4.3.3.4
CENSOR ZONE, IRREGULAR	X	**	**	AZ CI --	*	F	*	G	2.X.4.3.3.4.1
CENSOR ZONE, RECTANGULAR	X	**	**	AZ CR --	*	F	*	G	2.X.4.3.3.4.2
DEAD SPACE AREA (DA)	X	**	**	AZ D- --	*	F	*	G	2.X.4.3.3.5
DEAD SPACE AREA (DA), IRREGULAR	X	**	**	AZ DI --	*	F	*	G	2.X.4.3.3.5.1
DEAD SPACE AREA (DA), RECTANGULAR	X	**	**	AZ DR --	*	F	*	G	2.X.4.3.3.5.2
CRITICAL FRIENDLY ZONE (CFZ)	X	**	**	AZ F- --	*	F	*	G	2.X.4.3.3.6
CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR	X	**	**	AZ FI --	*	F	*	G	2.X.4.3.3.6.1
CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR	X	**	**	AZ FR --	*	F	*	G	2.X.4.3.3.6.2
ZONE OF RESPONSIBILITY (ZOR)	X	**	**	AZ Z- --	*	F	*	G	2.X.4.3.3.7
ZONE OF RESPONSIBILITY (ZOR), IRREGULAR	X	**	**	AZ ZI --	*	F	*	G	2.X.4.3.3.7.1
ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR	X	**	**	AZ ZR --	*	F	*	G	2.X.4.3.3.7.2
TARGET BUILD-UP AREA (TBA)	X	**	**	AZ B- --	*	F	*	G	2.X.4.3.3.8
TARGET BUILD-UP AREA (TBA), IRREGULAR	X	**	**	AZ BI --	*	F	*	G	2.X.4.3.3.8.1
TARGET BUILD-UP AREA (TBA), RECTANGULAR	X	**	**	AZ BR --	*	F	*	G	2.X.4.3.3.8.2
TARGET VALUE AREA (TVAR)	X	**	**	AZ V- --	*	F	*	G	2.X.4.3.3.9
TARGET VALUE AREA (TVAR), IRREGULAR	X	**	**	AZ VI --	*	F	*	G	2.X.4.3.3.9.1
TARGET VALUE AREA (TVAR), RECTANGULAR	X	**	**	AZ VR --	*	F	*	G	2.X.4.3.3.9.2
WEAPON/RADAR RANGE FAN	X	**	**	AX -- --	*	F	*	G	2.X.4.3.4
WEAPON/RADAR RANGE FAN, CIRCULAR	X	**	**	AX C- --	*	F	*	G	2.X.4.3.4.1
WEAPON/RADAR RANGE FAN, SECTOR	X	**	**	AX S- --	*	F	*	G	2.X.4.3.4.2

# Attachment A to MIL00-16B, Add New Symbol, Dead Space Area, Rectangular

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA)	N/A	2.X.4.3.3.5	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA) IRREGULAR  <u>Parameters</u>  1. Anchor points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.	D	2.X.4.3.3.5.1	
		G*FPAZDI-- ****X	
		Example	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA) RECTANGULAR  <u>Parameters</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.	D	2.X.4.3.3.5.2	
		G*FPAZDR-- ****X	
		Example	